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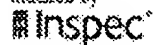
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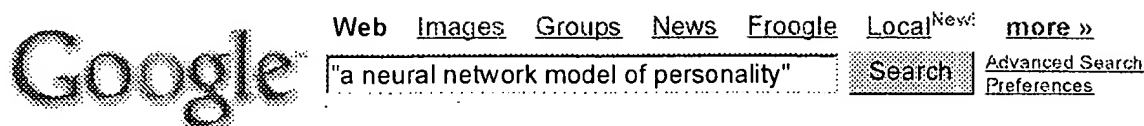


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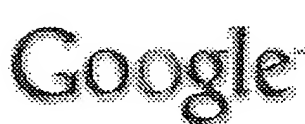
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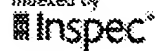
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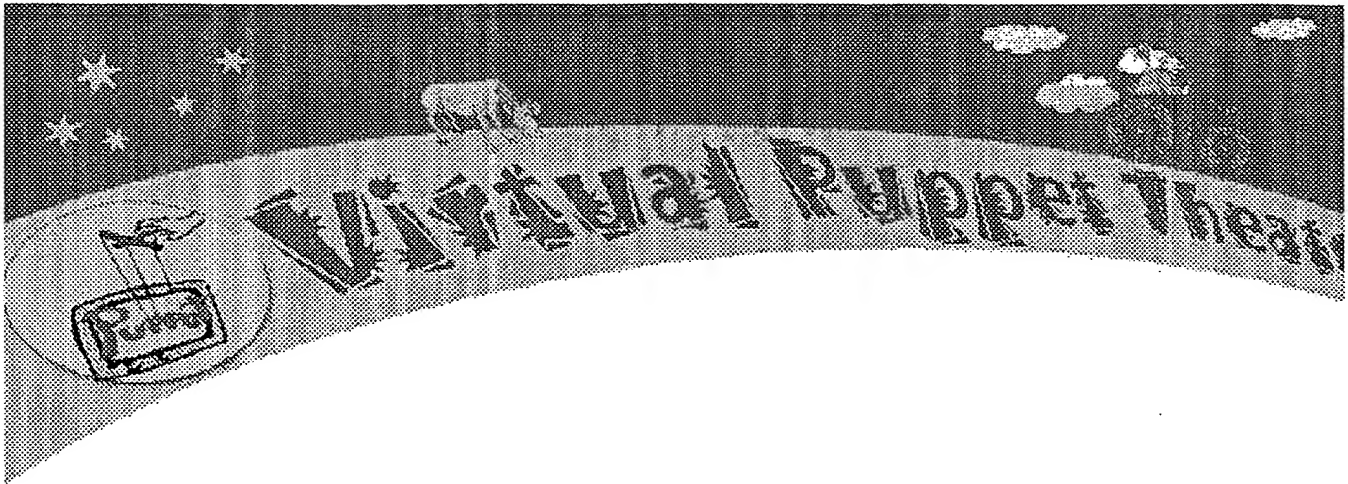
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The Educational Puppet Theatre of Virtual Worlds

The objective of the PUPPET project in the field of early learning is to develop and investigate the value virtual reality environment, the Virtual Puppet Theatre, (VPT), based on a theoretical framework of "learn externalisation". Hence PUPPET aims at extending the current forms of early learning through play by design of novel individual as well as collaborative interactive environments - using a theatre metaphor.

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Puppeteers

- [LIA, Laboratory of Image Analysis, Aalborg University](#) (Co-ordinator) 
more information about Puppet can be found [here](#)
 - [COGS, School of Cognitive and Computing Sciences, University of Sussex](#) 
more information about Puppet can be found [here](#)
 - [IDAU, Department of Dramaturgy, University of Aarhus](#) 
 - [DFKI, German Research Center for Artificial Intelligence GmbH](#) 
additional information can be found [here](#) (access restricted to puppeteers)
-

Publications

- Martin Klesen, Janek Szatkowski, and Niels Lehmann
[A Dramatised Actant Model for Interactive Improvisational Plays](#) (*abstract*)

In: A. de Antonio, R. Aylett, D. Ballin, *Proceedings of the Third International Workshop on Intelligent Agents*, pp. 181-194, Madrid, 10-11 September 2001, Lecture Notes in Artificial Intelligence, LNAI 2256, Springer-Verlag Heidelberg.

- Martin Klesen, Janek Szatkowski, and Niels Lehmann

The Black Sheep - Interactive Improvisation in a 3D Virtual World (pdf, 20 KB, 4 pages)

In: *Proceedings of the i3 Annual Conference 2000*, Jönköping, Schweden, 13 - 15 September 2000.

- Elisabeth André, Martin Klesen, Patrick Gebhard, Steve Allen, and Thomas Rist

Exploiting Models of Personality and Emotions to Control the Behavior of Animated Interface Agents (pdf, 5 KB, 5 pages)

In: Jeff Rickel (eds.), *Proceedings of the workshop on "Achieving Human-Like Behavior in Interacting Agents"* in conjunction with the Fourth International Conference on Autonomous Agents, pp. 3-7, Barcelona, Catalonia, Spain, June 2000.

- Elisabeth André, Martin Klesen

Puppet - Ein virtuelles Puppentheater (pdf, 63 KB, 3 pages)

In: *KI - Zeitschrift Künstliche Intelligenz*, Heft 2/00, Seiten 32-33, ISSN 0933-1875, arenDTaP Verlag, Bonn, 2000.

- Elisabeth André, Martin Klesen, Patrick Gebhard, Steve Allen, and Thomas Rist

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In: A. Paiva and C. Martinho (eds.), *Proceedings of the workshop on Affect in Interactions - Towards the Generation of Interfaces* in conjunction with the 3rd i3 Annual Conference, pp. 136-149, Siena, Italy, 1999.

- Malcolm McIlhagga and Patricia A. George

Communicating Meaningful Emotional Information in a Virtual World (pdf, 20 KB, 5 pages)

In: A. Paiva and C. Martinho (eds.), *Proceedings of the workshop on Affect in Interactions - Towards the Generation of Interfaces* in conjunction with the 3rd i3 Annual Conference, Oct. 1999, Siena, Italy.

Related Research

In this section you may find other projects and research activities related to our work in Puppet.

- The KidStory Project (Esprit project 29310)
- The NIMIS Project (another i3 ese project)
- The InteractiveStory.net project by Michael Mateas and Andrew Stern
- The Virtual Theater Project at Stanford
- The Oz Project at Carnegie Mellon University
- The Gesture and Narrative Language group at the MIT Media Lab
- The Improv Project at the New York University Media Research Lab
- Characters, improvisation, and ... - An unorganized collection of references to autonomous characters that can improvise and react to their environment.

Software

The software for the first prototype is written in Java and C++ and runs on a SGI O2 using Performer. The graphical interface for the children and the behavior control for the virtual puppets is written in Java using the Java SDK. The 3D simulation and visualisation of the virtual farmyard is written in C++.

- [DFKI Software Archive](#) (access restricted to puppeteers)

The software archive contains the source code for the High-Level Behaviour Module for VPT-A (the "m virtual puppets) that processes the synthetic percepts from the 3D virtual environment and uses a plan-based approach to determine the puppet's behaviour.

Sponsor Puppet is funded by the EU under the project no. EP 29335 within the Esprit Long-Term Research initiative i3.

Partners LIA, Aalborg University, Laboratory of Image Analysis (Co-ordinator), DK COGS, University School of Cognitive and Computer Science, UK DFKI GmbH, D IDAU, University of Aarhus, Information and Media Science , DK

Duration November 1998 until October 2001



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


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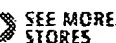
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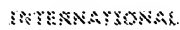
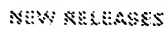
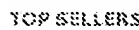
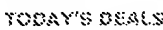
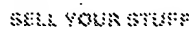
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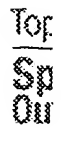
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